What is claimed is:

1.   A method for directing a computing device to conduct a game of chance, the
method comprising the steps of:

generating a subject game element having a first class;

displaying the subject game element, thereby displaying an indicia of the first
class;

assigning a second class to the subject game element; and

displaying the subject game element, thereby displaying an indicia of the second
class.

2.   The method of claim 1 wherein the subject game element represents a standard
playing card.

3.   The method of claim 2 wherein the first class includes a first rank and the second
class includes a second rank.

4.   The method of claim 2 wherein the first class includes a first suit and the second
class includes a second suit.

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1   5.   The method of claim 1 further including the steps of:

2   receiving a placement signal; and

3   displaying the subject game element at a first location in accordance with the

4   placement signal.

1   6.   The method of claim 5 wherein a pre-displayed game element is assigned to the

2   first location, the step of displaying the subject game element at a first location including

3   the steps of:

4   assigning the subject game element to the first location;

5   displaying the subject game element at the first location, thereby overwriting the

6   pre-displayed game element.

1   7.   The method of claim 5 wherein the placement signal represents a selection of a

2   first game set from among a plurality of game sets, the first game set including at least

3   the first location.

1   8.   The method of claim 7 further including the steps of:

2   determining a display duration of the subject game element;

3   erasing the subject game element from the first location;

4   identifying a second game set having a corresponding second location;

5   assigning the subject game element to the second location; and

6   displaying the subject game element at the second location upon expiration of the

7   display duration.

1   9.   The method of claim 7 including the step of

2   receiving an evaluation signal specifying a game set; and

3   evaluating an outcome of the specified game set.

1   10.   The method of claim 9 wherein a null game element is associated with at least one

2   game element location corresponding to the specified game set.

1   11.   The method of claim 1 further comprising the step of receiving a request signal

2   representing a request to display the subject game element.

1   12.   The method of claim 1 further comprising the step of randomly generating a

2   request signal representing a request to generate the subject game element.

1   13.   The method of claim 12 wherein the step of randomly generating a request signal

2   includes

3   generating a random slot result; and

4   generating the request signal based on the slot result.

1   14.   The method of claim 13 wherein the step of determining a first class is based on

2   the slot result.

1   15.   The method of claim 1 further including the steps of:

2   determining a maximum display duration corresponding to the subject game

3   element, the maximum display duration representing an amount of time that the subject

4   game element may be displayed with the corresponding first class;

5   determining an elapsed display duration corresponding to the subject game

6   element, the elapsed display duration representing an amount of time that the subject

7   game element has been displayed with the corresponding first class;

8   determining whether the elapsed display duration is within a predetermined range

9   of the maximum display duration; and

10   if the elapsed display duration is within the predetermined range of the maximum

11   display duration, displaying an indicia representing forthcoming expiration of the first

12   class corresponding to the subject game element.

1   16.   A method for directing a computing device to conduct a game of chance, the

2   method comprising the steps of:

3   generating a plurality of game elements, each game element having a

4   corresponding class;

5   displaying each of the plurality of game elements, thereby displaying an indicia of

.6   each of the corresponding class;

7   receiving a selection signal representing a selection of a subject game element

8   from among the plurality of displayed game elements;

9   assigning a second class to the subject game element; and

10   displaying the subject game element, thereby displaying an indicia of the second

11   class.

1   17.   A method for directing a computing device to conduct a game of chance, the

2   method comprising the steps of:

3   generating a game element having a first class;

4   displaying the game element, thereby displaying an indicia of the first class;

5   determining a display duration of the game element; and

6   erasing said game element upon expiration of said display duration.

1   18.   A method for directing a computing device to conduct a game of chance, the

2   method comprising the steps of:

3   receiving a game element request signal;

4   generating a game element having a first class;

5   displaying the game element, thereby displaying an indicia of the first class;

6   receiving a placement signal;

7   displaying said game element at a location in accordance with said placement

8   signal;

9   assigning a second class to the game element; and

10   displaying the game element, thereby displaying an indicia of the second class.

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1   19.   A computing device for conducting a game of chance, the device including:

2   a memory; and

3   a processor operatively connected to the memory;

4   the memory for storing:

5   game element data corresponding to a subject game element, the game

6   element data including a class identifier representing a class of the subject game element,

7   and

8   a program for controlling the processor; and

9   the processor operative with the program to perform the steps of:

10   generating and storing the game element data representing the subject

11   game element having a first class,

12   displaying the subject game element, thereby displaying an indicia of the

13   first class,

14   generating and storing the class identifier, thereby assigning a second class

15   to the subject game element, and

16   displaying the subject game element, thereby displaying an indicia of the

17   second class.

1   20.   The computing device of claim 19 wherein the processor is further operative with

2   the program to perform the steps of:

3   receiving a placement signal; and

4   displaying the subject game element at a first location in accordance with the

5   placement signal.

21. The computing device of claim 20 wherein the placement signal represents a

selection of a first game set from among a plurality of game sets, the first game set

including at least the first location.

22. The computing device of claim 21 wherein the processor is further operative with

the program to perform the steps of:

determining a display duration of the subject game element;

erasing the subject game element from the first location;

identifying a second game set having a corresponding second location;

assigning the subject game element to the second location; and

displaying the subject game element at the second location upon expiration of the

display duration.

23. The computing device of claim 21 wherein the processor is further operative with

the program to perform the steps of:

receiving an evaluation signal specifying a game set; and

evaluating an outcome of the specified game set.

24. The computing device of claim 19 wherein the processor is operative with the

program to perform the step of receiving a request signal representing a request to display

said subject game element.

1   25.   The computing device of claim 19 wherein the processor is further operative with

2   the program to perform the step of randomly generating a request signal representing a

3   request to generate the subject game element.

1   26.   The computing device of claim 19 wherein the processor is further operative with

2   the program to perform the steps of:·

3   determining a maximum display duration corresponding to the subject game

4   element, the maximum display duration representing an amount of time that the subject

5   game element may be displayed with the corresponding first class;

6   determining an elapsed display duration corresponding to the subject game

7   element, the elapsed display duration representing an amount of time that the subject

8   game element has been displayed with the corresponding first class;

9   determining whether the elapsed display duration is within a predetermined range

10   of the maximum display duration; and

11   displaying an indicia representing forthcoming expiration of the first class

12   corresponding to the subject game element if the elapsed display duration is determined

13   to be within the predetermined range of the maximum display duration.

1   27.   A computing device for conducting a game of chance, the device including:

2   a memory; and

3   a processor operatively connected to the memory;

4   the memory for storing:

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5   game element data corresponding to each of a plurality of game elements,

6   the game element data including a class identifier representing a corresponding class of

7   the game element, and

8   a program for controlling the processor; and

9   the processor operative with the program to perform the steps of:

10   generating and storing the game element data for each of the plurality of

11   game elements having a corresponding class;

12   displaying each of the plurality of game elements, including an indicia of

13   each of the corresponding class;

14   receiving a selection signal representing a selection of a subject game

15   element from among the plurality of displayed game elements;

16   generating and storing the class identifier corresponding to the subject

17   game element, thereby assigning a second class to the subject game element, and

18   displaying the subject game element, thereby displaying an indicia of the

19   second class.

1   28.   A computing device for conducting a game of chance, the device including:

2   a memory; and

3   a processor operatively connected to the memory;

4   the memory for storing:

5   game element data corresponding to a game element, the game element

6   data including a class identifier representing a class of the game element; and

7   a program for controlling the processor; and

8   the processor operative with the program to perform the steps of:

9   generating and storing the game element data representing the game

10   element having a first class;

11   displaying the game element, thereby displaying an indicia of the first

12   class;

13   determining a display duration of the game element; and

14   erasing said game element upon expiration of said display duration.

1   29.   A computing device for conducting a game of chance, the device including:

2   a memory; and

3   a processor operatively connected to the memory;

4   the memory for storing:

5   game element data corresponding to a game element, the game element

6   data including a class identifier representing a class of the game element; and

7   a program for controlling the processor; and

8   the processor operative with the program to perform the steps of:

9   receiving a game element request signal;

10   generating and storing the game element data representing the game

11   element having a first class;

12   displaying the game element, thereby displaying an indicia of the first

13   class;

14   receiving a placement signal;

15 displaying said game element at a location in accordance with said

16 placement signal;

17 generating and storing the class identifier, thereby assigning a second class

18 to the game element; and

19 displaying the game element, thereby displaying an indicia of the second

20 class.

1 30. A computing device for conducting a game of chance, the device comprising:

2 means for generating a subject game element having a first class;

3 means for displaying the subject game element, thereby displaying an indicia of

4 the first class;

5 means for assigning a second class to the subject game element; and

6 means for displaying the subject game element, thereby displaying an indicia of

7 the second class.

1 31. A computing device for conducting a game of chance, the device comprising:

2 means for generating a plurality of game elements, each game element having a

3 corresponding class;

.4 means for displaying each of the plurality of game elements, thereby displaying

5 an indicia of each of the corresponding class;

6 means for receiving a selection signal representing a selection of a subject game

7 element from among the plurality of displayed game elements;

8 means for assigning a second class to the subject game element; and

9   'means for displaying the subject game element, thereby displaying an indicia of

10   the second class.

1   32.   A computing device for conducting a game of chance, the device comprising:

2   means for generating a game element having a first class;

3   means for displaying the game element, thereby displaying an indicia of the first

4   class;

5   means for determining a display duration of the game element; and

6   means for erasing said game element upon expiration of said display duration.

1   33.   A computing device for conducting a game of chance, the device comprising:

2   means for receiving a game request signal;

3   means for generating a game element having a first class;

4   means for displaying the game element, thereby displaying an indicia of the first

5   class;

6   means for receiving a placement signal;

7   means for displaying the game element at a location in accordance with the

8   placement signal;

9   means for assigning a second class to the game element; and

10   means for displaying the game element, thereby displaying an indicia of the

11   second class.

34. A computer-readable storage medium encoded with processing instructions for conducting a game of chance, the processing instructions for directing a computer to perform the steps of:

generating a subject game element having a first class;

displaying the subject game element, thereby displaying an indicia of the first class;

assigning a second class to the subject game element; and

displaying the subject game element, thereby displaying an indicia of the second class.

35. A computer-readable storage medium encoded with processing instructions for conducting a game of chance, the processing instructions for directing a computer to perform the steps of:

receiving a game element request signal;

generating a game element having a first class;

displaying the game element, thereby displaying an indicia of the first class;

receiving a placement signal;

displaying said game element at a location in accordance with said placement signal;

assigning a second class to the game element; and

displaying the game element, thereby displaying an indicia of the second class.

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